

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a base game operable upon a wager by a player, wherein the wager includes a variable first component and a variable different second component;  
a bonus game triggered if the player selects at least a threshold amount for the first component of the wager in the base game and achieves a designated outcome in the base game;
  - 10 a meter in the bonus game which is changed based on the second component of the wager in the base game after the bonus game is triggered; and  
an award generation event associated with the meter which is adapted to be provided to the player when a designated level is reached on the meter.
- 15 2. The gaming device of Claim 1, wherein the meter is effected linearly proportionally based on the amount of the second component of the wager.
3. The gaming device of Claim 1, wherein the base game is selected from  
20 the group consisting of: slot, poker, keno and blackjack.
4. The gaming device of Claim 1, wherein the meter is adapted to remain unchanged upon a cashout by the player.
- 25 5. The gaming device of Claim 1, wherein the base game is a slot game and wherein the first component is a number of paylines wagered and the second component is a wager per payline.
6. The gaming device of Claim 1, wherein the base game is a slot game  
30 and wherein the second component is a number of paylines wagered and the first component is a wager per payline.

7. The gaming device of Claim 1, wherein the first component is a number of games/hands played upon making the wager and the second component is a wager placed per game/hand played.
- 5 8. The gaming device of Claim 1, wherein the second component is a number of games/hands played upon making the wager and the first component is a wager placed per game/hand played.
9. The gaming device of Claim 1, wherein the threshold amount for the  
10 first component is the maximum amount for the first component.
10. The gaming device of Claim 1, wherein the meter is changed based on the amount selected for the second component of the wager.
- 15 11. The gaming device of Claim 1, wherein the award generation event includes a number of free reel spins, a number of free games, a free reel spin with one or more wild symbols, a credit transfer, a credit multiplication, a video display, a mechanical display or any combination thereof.
- 20 12. The gaming device of Claim 1, which is controlled through a data network or computer storage device.
13. The gaming device of Claim 12, wherein the data network includes an internet.  
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14. The gaming device of Claim 1, wherein a determination of whether the particular outcome in the base game occurs is made prior to the player's play of the base game.

15. The gaming device of Claim 1, which includes a second bonus game played if the player does not select at least the threshold amount for the first component of the wager in the base game and achieves the designated outcome in the base game.

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16. A gaming device comprising:

a slot game operable upon a wager by a player, said wager including a number of paylines played and a wager per payline;

a bonus game triggered if the player selects at least a threshold amount  
10 for the number of paylines played and achieves a designated outcome in the slot game;

a meter in the bonus game which is changed based on the wager per payline after the bonus game is triggered; and

an award generation event associated with the meter which is adapted  
15 to be provided to the player when a designated level is reached on the meter.

17. The gaming device of Claim 16, wherein the meter is changed linearly proportionally based on the amount selected for the wager per payline.

20 18. The gaming device of Claim 15, wherein the meter remains unchanged upon a cashout by the player.

19. The gaming device of Claim 16, wherein the meter is changed based on the amount selected for the wager per payline.

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20. The gaming device of Claim 16, which includes a second bonus game played if the player does not select at least the threshold amount for the number of paylines played in the base game and achieves the designated outcome in the base game.

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21. A gaming device comprising:  
a slot game operable upon a wager by a player, said wager including a number of paylines played and a wager per payline played;  
a bonus game triggered if the player selects at least a threshold amount  
5 for the wager per payline played and achieves a designated outcome in the slot game;  
a meter in the bonus game which is changed based on the number of paylines played after the bonus game is triggered; and  
an award generation event associated with the meter which is adapted  
10 to be provided to the player when a designated level is reached on said meter.
22. The gaming device of Claim 21, wherein the meter is changed linearly proportionally based on the number of paylines played.
- 15 23. The gaming device of Claim 21, wherein the meter is adapted to remain unchanged upon a cashout by the player.
24. The gaming device of Claim 21, wherein the meter is changed based on the number of paylines played.
- 20 25. The gaming device of Claim 21, which includes a second bonus game played if the player does not select at least the threshold amount for the wager per payline played in the base game and achieves the designated outcome in the base game.

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26. A bonus game for a slot machine comprising:  
a determination of a number of reels of a plurality of slot machine reels on which to display wild symbols;  
a designation of which of the reels to include wild symbols based on the  
5 number generated;  
a video display of the wild symbols appearing on the designated reels;  
a generation of the non-designated reels; and  
an award evaluation made using the wild symbols and symbols generated on the non-designated reels.
- 10 27 The bonus game of Claim 26, wherein the wild symbol represents each symbol of a payable of symbols by the slot machine.
28. The bonus game of Claim 26, which includes a display of a number of  
15 paylines, wherein the award evaluation is made individually along each payline.
29. The bonus game of Claim 28, wherein the number of paylines is different than a number of paylines used in base game play of the slot  
20 machine.
30. The bonus game of Claim 26, wherein the determination of the number of reels having wild symbols is weighted so that at least one number is generated more than at least one other number.
- 25 31. The bonus game of Claim 26, wherein the reels displaying wild symbols display only wild symbols.
- 32 The bonus game of Claim 26, wherein the video display of the wild  
30 symbols appearing on the designated reels includes the wild symbols moving vertically into position.

33. The bonus game of Claim 26, which is activated only if a player wagers a certain percentage of possible paylines or wagers a certain amount per payline.

5 34. The bonus game of Claim 26, which is controlled through a data network or computer storage device.

35. The bonus game of Claim 33, wherein the data network includes an internet.

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